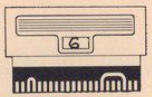
STATES

A fun maze of riddles and rhymes that helps you learn the states and their capitals!



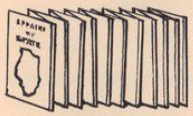
GAME AIDS

GAME CARD #6

GAME OVERLAY

ACCESSORIES: STICK ON "GREAT LAKES BONUS" (from Odyssey Game Accessory Sheet.)

50 STATES CARDS



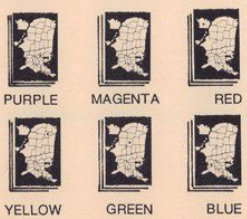
AFFAIRS OF STATES (ANSWER FOLDER)

STATES STUDY MAP

(Please note: So that a greater playing area can be viewed, Hawaii and Alaska have been placed at the lower left—on the Overlay and on the Study Map).

SET UP

A



B

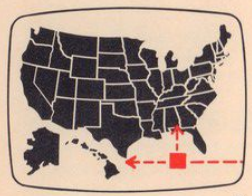
1. Insert GAME CARD #6 into the Master Control Unit.
2. Place the STATES Overlay on the screen.
3. **(Illust. A).** Place the "GREAT LAKES BONUS" (from Game Accessory Sheet) onto the overlay, as illustrated. Note: Leave it affixed permanently—do not remove it from the overlay.
4. **(Illust. B).** Arrange the STATES CARDS into matching color groups.

PLAY

Decide who will be the first CHALLENGER (the one to answer first). Only the Player Control #2 is used in the States game. Its electronics are "shuffled" by the CHALLENGER'S opponent. The CHALLENGER depresses and holds the Player Control #2 RESET Button down while offering the VERTICAL and HORIZONTAL controls to his opponent, who must have his eyes closed. His opponent turns the HORIZONTAL Control and the VERTICAL Control to random positions, thus "shuffling" the electronics. The CHALLENGER then tells his opponent to open his eyes as he releases the RESET Button. The light marker will float onto the screen. **(Illust. C).** When it stops, the CHALLENGER tries to identify the state (or states) the light has landed on. His answer is verified by finding the card for the state he has landed on. (A light dot will designate the state). He then turns the card(s) over to see if his answer is correct.

C

If the CHALLENGER correctly names the state or states, he receives that state card (or cards). If a light falls on the overlay, but is outside any of the states, the CHALLENGER may use either his HORIZONTAL or VERTICAL Control to move his light to the first unclaimed state. **(Illust. D).** If he correctly identifies the state, he gains possession of that state card. It is now the other player's turn to become CHALLENGER, and the electronics of the Player Control are "re-shuffled."



D

When the CHALLENGER lands on a state already won by his opponent, he issues a challenge to his opponent for ownership of that state. The state owner asks the CHALLENGER *one* of the questions from that state card. (They may be asked in any order). If the CHALLENGER *answers correctly,* he gains possession of the state card from his opponent. The answers are in the "AFFAIRS OF STATE" folder.

E

PLAYER HAS LIT UP A FISH IN ONE OF THE GREAT LAKES.

GREAT LAKES BONUS

If the CHALLENGER catches a fish in the Great Lakes, and correctly names the lake, he gets to go fishing for a Free State from the deck of states cards. (A fish is caught when a circle in one of the Great Lakes is lit by the CHALLENGER'S light). **(Illust. E).** The Free State card is permanently owned and is not subject to challenge for the duration of the game. The winner is the Player who has the most state cards after all 50 States have been taken.

Game Variations: First one to win . . .

A. 35 States

B. 25 States

C. 15 States